

## Refine Search

### Search Results -

Terms	Documents
L8 and L6	3

<b>Database:</b>  <input type="checkbox"/> US Pre-Grant Publication Full-Text Database <input type="checkbox"/> US Patents Full-Text Database <input type="checkbox"/> US OCR Full-Text Database <input type="checkbox"/> EPO Abstracts Database <input type="checkbox"/> JPO Abstracts Database <input type="checkbox"/> Derwent World Patents Index <input type="checkbox"/> IBM Technical Disclosure Bulletins	<input type="text" value="L9"/>	<input type="button" value="Refine Search"/>
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### Search History

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<u>Set</u>	<u>Name</u>	<u>Query</u>	<u>Hit Count</u>	<u>Set Name</u>
side by side				result set
		<i>DB=USOC,EPAB,JPAB,DWPI,TDBD; PLUR=YES; OP=ADJ</i>		
<u>L9</u>	L8 and l6		3	<u>L9</u>
<u>L8</u>	L5 same ((command or request) near8 (select\$4 or chos\$4 or pick\$4 or check\$4 or determin\$4 or choos\$4))		7	<u>L8</u>
<u>L7</u>	L1 same ((command or request) near8 (select\$4 or chos\$4 or pick\$4 or check\$4 or determin\$4 or choos\$4))		0	<u>L7</u>
<u>L6</u>	L5 and ((command or request) near8 (cycle or time or period))		20	<u>L6</u>
<u>L5</u>	(reorder\$4 or rearrang\$4 or reorganiz\$4) near8 ((command or request) near4 (buffer or queue or register))		58	<u>L5</u>
	<i>DB=PGPB,USPT; PLUR=YES; OP=ADJ</i>			
<u>L4</u>	L3 and l2		77	<u>L4</u>
<u>L3</u>	L1 same ((command or request) near8 (select\$4 or chos\$4 or pick\$4 or check\$4 or determin\$4 or choos\$4))		83	<u>L3</u>
<u>L2</u>	L1 and ((command or request) near8 (cycle or time or period))		257	<u>L2</u>
<u>L1</u>	(reorder\$4 or rearrang\$4 or reorganiz\$4) near8 ((command or request) near4 (buffer or queue or register))		347	<u>L1</u>

END OF SEARCH HISTORY

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- Journals & Magazines
- Conference Proceedings
- Standards

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- By Author
- Basic
- Advanced
- CrossRef

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## Terms used

[cycle](#) [near/4](#) [penalty](#) [paragraph](#) [compar](#) [sentence](#) [command](#)

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Results 1 - 20 of 200

Result page: [1](#) [2](#) [3](#) [4](#) [5](#) [6](#) [7](#) [8](#) [9](#) [10](#) [next](#)

Best 200 shown

Relevance scale  

1 [Fast detection of communication patterns in distributed executions](#)

Thomas Kunz, Michiel F. H. Seuren

November 1997 **Proceedings of the 1997 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: [pdf\(4.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Understanding distributed applications is a tedious and difficult task. Visualizations based on process-time diagrams are often used to obtain a better understanding of the execution of the application. The visualization tool we use is Poet, an event tracer developed at the University of Waterloo. However, these diagrams are often very complex and do not provide the user with the desired overview of the application. In our experience, such tools display repeated occurrences of non-trivial commun ...

2 [A full-text retrieval system with a dynamic abstract generation function](#)

Seiji Miike, Etsuo Itoh, Kenji Ono, Kazuo Sumita

August 1994 **Proceedings of the 17th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available: [pdf\(802.20 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

3 [Behavioral Aspects of Text Editors](#)

David W. Embley, George Nagy

January 1981 **ACM Computing Surveys (CSUR)**, Volume 13 Issue 1

Full text available: [pdf\(3.44 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#)

4 [New Methods in Automatic Extracting](#)

H. P. Edmundson

April 1969 **Journal of the ACM (JACM)**, Volume 16 Issue 2

Full text available: [pdf\(1.16 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes new methods of automatically extracting documents for screening purposes, i.e. the computer selection of sentences having the greatest potential for conveying to the reader the substance of the document. While previous work has focused on one component of sentence significance, namely, the presence of high-frequency content words (key words), the methods described here also treat three additional components: pragmatic words (cue words); title and heading words; and stru ...

5

[Explicit multi-threading \(XMT\) bridging models for instruction parallelism \(extended\)](#)

abstract)

Uzi Vishkin, Shlomit Dascal, Efraim Berkovich, Joseph Nuzman

June 1998 **Proceedings of the tenth annual ACM symposium on Parallel algorithms and architectures**

Full text available:  pdf(1.71 MB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)



**6 Problems from the 12th annual ACM programming contest**

Lionel E. Deimel

December 1988 **ACM SIGCSE Bulletin**, Volume 20 Issue 4

Full text available:  pdf(729.22 KB) Additional Information: [full citation](#), [citations](#), [index terms](#)



**7 Development and application of NASA's first standard spacecraft computer**

Charles E. Trevathan, Thomas D. Taylor, Raymond G. Hartenstein, Ann C. Merwarth, William N. Stewart

September 1984 **Communications of the ACM**, Volume 27 Issue 9

Full text available:  pdf(1.26 MB) Additional Information: [full citation](#), [abstract](#), [citations](#), [index terms](#)

To provide the autonomy needed by low, earth-orbiting satellites, NASA's first standard on-board processor requires changing only interfacing hardware from mission to mission.

**Keywords:** PASS, avionics system



**8 Concurrency, latency, or system overhead: which has the largest impact on uniprocessor DRAM-system performance?**

Vinodh Cuppu, Bruce Jacob

May 2001 **ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on Computer architecture**, Volume 29 Issue 2

Full text available:  pdf(904.17 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

*Given a fixed CPU architecture and a fixed DRAM timing specification, there is still a large design space for a DRAM system organization. Parameters include the number of memory channels, the bandwidth of each channel, burst sizes, queue sizes and organizations, turnaround overhead, memory-controller page protocol, algorithms for assigning request priorities and scheduling requests dynamically, etc. In this design space, we see a wide variation in application execution times: for example, ...*



**9 Special issue on Machine learning methods for text and images: A neural probabilistic language model**

Yoshua Bengio, Réjean Ducharme, Pascal Vincent, Christian Janvin

March 2003 **The Journal of Machine Learning Research**, Volume 3

Full text available:  pdf(128.42 KB) Additional Information: [full citation](#), [abstract](#), [index terms](#)

A goal of statistical language modeling is to learn the joint probability function of sequences of words in a language. This is intrinsically difficult because of the **curse of dimensionality**: a word sequence on which the model will be tested is likely to be different from all the word sequences seen during training. Traditional but very successful approaches based on n-grams obtain generalization by concatenating very short overlapping sequences seen in the training set. We propose to fig ...



**10 The keystroke-level model for user performance time with interactive systems**

Stuart K. Card, Thomas P. Moran, Allen Newell

July 1980 **Communications of the ACM**, Volume 23 Issue 7

Full text available:  pdf(4.62 MB) Additional Information: [full citation](#), [references](#), [citations](#)

**Keywords:** cognitive psychology, ergonomics, human factors, human-computer interaction, human-computer interface, systems design, user model, user performance

## **11 A specialized computer architecture for text retrieval**

David C. Roberts

August 1978 , Volume 13 , 7 , 10 Issue 2 , 2 , 1

Full text available:  pdf(779.71 KB) Additional Information: [full citation](#), [abstract](#), [references](#)

This paper describes a specialized computer architecture for text retrieval that provides a wide range of query capabilities, without the use of indexes of the material retrieved. A distributed approach is employed, with direct search processors. Each search processor is closely associated with one or more disk drives that store the data to be searched and each consists of a comparator for matching query terms, logic elements to combine query terms, a disk controller and a control minicomputer.T ...

## **12 A specialized computer architecture for text retrieval**

David C. Roberts

August 1978 **Proceedings of the fourth workshop on Computer architecture for non-numeric processing**

Full text available:  pdf(677.91 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper describes a specialized computer architecture for text retrieval that provides a wide range of query capabilities, without the use of indexes of the material retrieved. A distributed approach is employed, with direct search processors. Each search processor is closely associated with one or more disk drives that store the data to be searched and each consists of a comparator for matching query terms, logic elements to combine query terms, a disk controller and a control minicompu ...

## **13 A shared, segmented memory system for an object-oriented database**

Mark F. Hornick, Stanley B. Zdonik

January 1987 **ACM Transactions on Information Systems (TOIS)**, Volume 5 Issue 1

Full text available:  pdf(2.05 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper describes the basic data model of an object-oriented database and the basic architecture of the system implementing it. In particular, a secondary storage segmentation scheme and a transaction-processing scheme are discussed. The segmentation scheme allows for arbitrary clustering of objects, including duplicates. The transaction scheme allows for many different sharing protocols ranging from those that enforce serializability to those that are nonserializable and require communi ...

## **14 Hypertext, full text, and automatic linking**

J. H. Coombs

December 1989 **Proceedings of the 13th annual international ACM SIGIR conference on Research and development in information retrieval**

Full text available:  pdf(1.46 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Current computing systems typically support only mid-century information structures: simple hierarchies. Hypertext technologies enable users to impose many structures on document sets and, consequently, provide many paths to desired information, but they require that users work their way through some structure. Full-text search eliminates this requirement by ignoring structure altogether. The search strategy can also be restricted to work within specified contexts. The architecture provided ...

## **15 Document Formatting Systems: Survey, Concepts, and Issues**

Richard Furuta, Jeffrey Scofield, Alan Shaw

September 1982 **ACM Computing Surveys (CSUR)**, Volume 14 Issue 3

**16 Common sense and real time executives**

William E. Drissel

March 1991 **Proceedings of the second and third annual workshops on Forth**

Full text available:  pdf(303.26 KB) Additional Information: [full citation](#), [references](#), [index terms](#)

**17 Document structure extraction for interactive document retrieval systems**

Kazuo Sumita, Kenji Ono, Seiji Miike

November 1993 **Proceedings of the 11th annual international conference on Systems documentation**

Full text available:  pdf(795.55 KB) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

**18 An imperative sentence processor for voice interactive office applications**

Alan W. Biermann, Linda Fineman, Kermit C. Gilbert

October 1985 **ACM Transactions on Information Systems (TOIS)**, Volume 3 Issue 4

Full text available:  pdf(1.71 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

An imperative sentence processor that enables a user to manipulate text with connected speech and touch-graphics input is described. The processor includes capabilities to follow dialogue focus, execute a variety of imperative commands, and handle nested noun groups, pronouns, and other phenomena. A micromodel of the system, giving enough of the structure to enable the reader to observe internal mechanisms in considerable detail, is included. This processor is designed to be transportable t ...

**19 Human-computer interface development: concepts and systems for its management**

H. Rex Hartson, Deborah Hix

March 1989 **ACM Computing Surveys (CSUR)**, Volume 21 Issue 1

Full text available:  pdf(7.97 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

*Human-computer interface management*, from a computer science viewpoint, focuses on the process of developing quality human-computer interfaces, including their representation, design, implementation, execution, evaluation, and maintenance. This survey presents important concepts of interface management: dialogue independence, structural modeling, representation, interactive tools, rapid prototyping, development methodologies, and control structures. *Dialogue independence* is th ...

**20 The evaluation of text editors: methodology and empirical results.**

Teresa L. Roberts, Thomas P. Moran

April 1983 **Communications of the ACM**, Volume 26 Issue 4

Full text available:  pdf(2.24 MB) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

This paper presents a methodology for evaluating text editors on several dimensions: the time it takes experts to perform basic editing tasks, the time experts spend making and correcting errors, the rate at which novices learn to perform basic editing tasks, and the functionality of editors over more complex tasks. Time, errors, and learning are measured experimentally; functionality is measured analytically; time is also calculated analytically. The methodology has thus far been u ...

**Keywords:** ergonomics, human factors, human-computer interaction, human-computer interface, system design, system evaluation, text editing, user model, user performance, user psychology